

This Listing of Claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS

1-11. (Canceled)

12. (Currently Amended) A computer-implemented method comprising:

~~— converting information from a uniform resource locator into a texture;~~
~~— creating a three dimensional object with at least two surfaces using two dimensional information obtained from the uniform resource locator;~~
~~— determining that a virtual three dimensional space does not exist;~~
in response to determining that the virtual three dimensional space does not exist, creating a virtual three-dimensional space having a plurality of walls including a first wall and a second wall;
~~by using pipeline conversion information obtained from the uniform resource locator;~~
placing the creating in the virtual three-dimensional space a first three-dimensional object with at least two surfaces;~~in the created virtual three dimensional space such that more than one surface of the three dimensional object is concurrently viewable; and~~
~~— converting information from a first uniform resource locator into a first texture;~~
mapping the first texture onto a first surface of the first three-dimensional object; and
~~— in response to the first three-dimensional object being selected, displaying information from the first uniform resource locator on less than all of the plurality of walls.~~

13. (Currently Amended) The computer-implemented method of claim 12 further comprising:

~~— intercepting an event associated with the texture;~~
~~— locating an area associated with the event;~~
~~— computing two dimensional coordinates of the area; and~~
placing an event driven result on top of in response to the first texture being selected,
displaying information from the first uniform resource locator on a surface of the first three-
dimensional object, wherein the event driven result is associated with the event associated with the texture.

14. (Canceled)

15. (Currently Amended) The computer-implemented method of claim 13, further comprising:
~~_____ wherein the three-dimensional object comprises one or more walls, wherein the walls~~
~~compose the surface of the three-dimensional object, wherein the event is detecting a selection of~~
~~the determining that a non-texture area of the wall of the first three-dimensional object has been~~
~~selected.~~

16. (Currently Amended) The computer-implemented method of claim 13, wherein computing
the two-dimensional coordinates of the area comprises further comprising:
determining that an area of the first texture has been selected;
obtaining a three-dimensional coordinates of the area, wherein the three-dimensional
coordinate corresponds to a browser which displays the three-dimensional object, the three-
dimensional coordinate being relative to the three-dimensional space; and
transforming the three-dimensional coordinates into the two-dimensional coordinates of the
area.

17. (Currently Amended) An apparatus comprising:
a processor;
a memory operatively coupled to the processor and storing having stored therein machine
executable instructions, that when executed, cause the apparatus to:
~~_____ convert information from a uniform resource locator into a texture;~~
~~_____ create a three-dimensional object with at least two surfaces using two-dimensional~~
~~information obtained from the uniform resource locator;~~
~~_____ determine that a virtual three-dimensional space does not exist;~~
~~in response to determining that the virtual three-dimensional space does not exist;~~
create a virtual three-dimensional space having a plurality of walls including a first wall and a
second wall by using pipeline conversion information obtained from the uniform resource locator;
create in the virtual three-dimensional space a first place the three-dimensional
object with at least two surfaces; in the created virtual three-dimensional space such that more than
one surface of the three-dimensional object is concurrently viewable; and
_____ convert information from a first uniform resource locator into a first texture;

map the first texture onto a first surface of the first three-dimensional object; and
in response to the first three-dimensional object being selected, display information
from the first uniform resource locator on less than all of the plurality of walls.

18. (Currently Amended) The apparatus of claim 17, the memory further storing machine
executable instructions, that when executed, cause the apparatus to:

- ~~—— intercept an event associated with the texture;~~
- ~~—— locate an area associated with the event;~~
- ~~—— compute two-dimensional coordinates of the area; and~~
- place an event-driven result on top of in response to the first texture being selected, display
information from the first uniform resource locator on a surface of the first three-dimensional
object, wherein the event-driven result is associated with the event associated with the texture.

19. (Canceled)

20. (Currently Amended) The apparatus of claim 18, the memory further storing machine
executable instructions, that when executed, cause the apparatus to: ~~wherein the three-dimensional~~
~~object comprises one or more walls, wherein the walls compose the surface of the three-dimensional~~
~~object, wherein the event is detecting a selection of the~~
determine that a non-texture area of the wall of the first three-dimensional object has been
selected.

21. (Currently Amended) The apparatus of claim 18, the memory further storing machine
executable instructions, that when executed, cause the apparatus to ~~wherein computing the two-~~
~~dimensional coordinates of the area comprises:~~
determine that an area of the first texture has been selected;
obtaining a three-dimensional coordinates of the area, wherein the three-dimensional
coordinate corresponds to a browser which displays the three-dimensional object, the three-
dimensional coordinate being relative to the three-dimensional space; and
transforming the three-dimensional coordinates into the two-dimensional coordinates of the
area.

22. (Currently Amended) A computer readable media storing computer executable instructions, that when executed, cause an apparatus to perform:

~~— converting information from a uniform resource locator into a texture;~~
~~— converting information from a uniform resource locator into a texture;~~
~~— creating a three dimensional object with at least two surfaces using two dimensional information obtained from the uniform resource locator;~~
~~— determining that a virtual three dimensional space does not exist;~~
~~in response to determining that the virtual three dimensional space does not exist, creating a virtual three dimensional space having a plurality of walls, including a first wall and a second wall by using pipeline conversion information obtained from the uniform resource locator;~~
~~placing the creating in the virtual three dimensional space a first three dimensional object with at least two surfaces; in the created virtual three dimensional space such that more than one surface of the three dimensional object is concurrently viewable; and~~
~~— converting information from a first uniform resource locator into a first texture;~~
~~mapping the first texture onto a first surface of the first three dimensional object; and~~
~~in response to the first three dimensional object being selected, displaying information from the first uniform resource locator on less than all of the plurality of walls.~~

23. (Currently Amended) The computer readable media of claim 22, wherein the computer ~~readable executable~~ instructions, when executed, further cause the apparatus to perform:

~~— intercepting an event associated with the texture;~~
~~— locating an area associated with the event;~~
~~— computing two dimensional coordinates of the area; and~~
~~placing an event driven result on top of in response to the first texture being selected,~~
displaying information from the first uniform resource locator on a surface of the first three dimensional object, wherein the event driven result is associated with the event associated with the texture.

24. (Canceled)

25. (Currently Amended) The computer readable media of claim 23, wherein ~~the three-dimensional object comprises one or more walls, wherein the walls compose the surface of the three-dimensional object, wherein the event is detecting a selection of the~~ the computer executable instructions, when executed, further cause the apparatus to perform:
determining that a non-texture area of the wall of the first three-dimensional object has been selected.

26. (Currently Amended) The computer readable media of claim 23, wherein ~~computing the two-dimensional coordinates of the area comprises the computer executable instructions, when executed, further cause the apparatus to perform:~~
determining that an area of the first texture has been selected;
obtaining a three-dimensional coordinates of the area, wherein the three-dimensional coordinate corresponds to a browser which displays the three-dimensional object, the three-dimensional coordinate being relative to the three-dimensional space; and
transforming the three-dimensional coordinates into the two-dimensional coordinates of the area.

27. (New) The computer-implemented method of claim 12, further comprising:
creating in the virtual three-dimensional space a second three-dimensional object with at least two surfaces;
converting information from a second uniform resource locator into a second texture;
mapping the second texture onto a second surface of the second three-dimensional object;
and
in response to the second three-dimensional object being selected, displaying information from the second uniform resource locator on the second wall.

28. (New) The apparatus of claim 17, the memory further storing machine executable instructions, that when executed, cause the apparatus to:
create in the virtual three-dimensional space a second three-dimensional object with at least two surfaces;
convert information from a second uniform resource locator into a second texture;

map the second texture onto a second surface of the second three-dimensional object; and
in response to the second three-dimensional object being selected, display information from the second uniform resource locator on the second wall.

29. (New) The computer readable media of claim 22, wherein the computer executable instructions, when executed, further cause the apparatus to perform:

converting information from a second uniform resource locator into a second texture;
mapping the second texture onto a second surface of the second three-dimensional object;
and

in response to the second three-dimensional object being selected, displaying information from the second uniform resource locator on the second wall.